

ISIS - UserTestPlan #4497

Shade application apparently does not apply ZENITH angle value as specified by user : #4326

2016-10-31 04:02 PM - Tammy Becker

Status:	Closed	Estimated time:	0.00 hour
Priority:	Normal		
Assignee:	John Shinaman		
Category:	Applications		
Target version:	FY17 Sprint 3		
Description For information and test data consult with: Mentor: Kris Becker, Reporter Mentor #2: Trent Hare Location of test plan: /work/projects/usertests/UserTestPlans/Apps/shade/m04326			
Related issues: Related to ISIS - Bug #4326: shade application apparently does not apply ZENI... Closed			

History

#1 - 2016-10-31 04:03 PM - Tammy Becker

- Related to Bug #4326: shade application apparently does not apply ZENITH angle value as specified by user added

#2 - 2016-10-31 04:05 PM - Tammy Becker

- Target version set to 3.5.0 (FY17 R1)

#3 - 2016-10-31 04:13 PM - Tammy Becker

- Status changed from New to Acknowledged
- Target version changed from 3.5.0 (FY17 R1) to 3.5.0 (FY17 UserTestPlan Sprint #1)

#4 - 2016-10-31 05:19 PM - Stuart Sides

- Tracker changed from Recommendation to UserTestPlan
- Subject changed from Shade application apparently does not apply ZENITH angle value as specified by user for #4326 to Shade application apparently does not apply ZENITH angle value as specified by user : #4326

#5 - 2016-11-02 11:08 AM - Jason Laura

- Status changed from Acknowledged to New

#6 - 2016-11-02 11:52 AM - Jason Laura

- Story points set to 3

Test that changing the zenith results in different values via cubediff.

#7 - 2016-11-02 11:53 AM - Jason Laura

- Status changed from New to Acknowledged

#8 - 2016-11-04 03:48 PM - John Shinaman

- Assignee set to John Shinaman

#9 - 2016-11-04 03:48 PM - John Shinaman

- Status changed from Acknowledged to Assigned

#10 - 2016-11-08 11:21 AM - Tammy Becker

I've confirmed with Kris that the current version of shade does produce different dn values with different zenith angle parameter values (not the same output dn as I originally thought).

The incorrect equation in the source code right now is additive, the correct equation is multiplicative. Reference to the correct equation is included as a link within the original ticket in the main description.

The results of the incorrect equation produces minor output differences at varying zenith angles; the expected result with the correct equation will create more dramatic differences at different zenith angles.

Jac, please add the steps to apply the stats application to the shade output files in your user test plan (include an output file for the stats of each). This could help with the verification process when the equation is corrected.

#11 - 2016-11-10 02:52 PM - John Shinaman

User Test Plan location: /work/projects/usertests/UserTestPlans/Apps/shade/m04326

#12 - 2016-11-17 10:35 AM - Jason Laura

- Target version changed from 3.5.0 (FY17 UserTestPlan Sprint #1) to FY17 Sprint 3

#13 - 2016-11-23 05:22 PM - Makayla Shepherd

This needs to be put into resolved before Redmine will let me close this.

#14 - 2016-11-27 11:25 AM - Makayla Shepherd

- Assignee changed from John Shinaman to Makayla Shepherd

#15 - 2016-11-27 11:25 AM - Makayla Shepherd

- Status changed from Assigned to Resolved

#16 - 2016-11-27 11:25 AM - Makayla Shepherd

- Status changed from Resolved to Closed

- Assignee changed from Makayla Shepherd to John Shinaman